

BUSTED!

FULL SOLUTIONS PLUS CLASSIC TIPS

●ALIEN BREED II ●SPACE HULK ●DISPOSABLE HERO



HELLO

and welcome to another top Amiga Action free gift. Within these pages are extensive playing guides to three superb space adventures which are currently riding high in the software charts; namely Alien Breed II, Space Hulk and Disposable Hero.

Also for your delight we have included as many classic tips as we could squeeze into this pocket-sized beauty to help you with those dusty old classics you still can't live without. Add to this a chance to win martial arts training with one of the world's leading exponents and we truly believe you will (or damn well should) be overjoyed. Read on...

Written in the main by Dave "A1200 thief" Goodyear.
Designed by Sue Ashton. Bits added here and there
by Steve McNally, Neil Jackson, Paul Roundell.

ALIEN BREED II



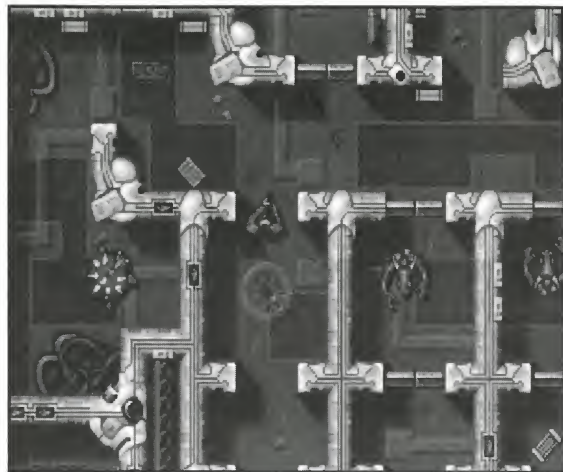
To make the sequel to their legendary Alien Breed anything but a disappointment for ardent fans, Team 17 had to pull out all the stops. They did, making **Alien Breed II** possibly the finest Amiga shoot'em-up.

Continuing in the genre of aliens and the like we've decided to bring you the very best compilation of playing tips associated with Team 17's *Alien Breed II*. If there are any of you that have yet to experience this latest line of *Alien Breed* games then here's a brief précis.

Like all alien oriented adventures there's some sort of spaceship or planet waiting to be cleansed of vicious alien life forms. Teams of commandos are sent in to perform the necessary operation. Unfortunately manpower is a bit short in the future so only two marines are deployed. One or two (if a friend is nearby to lend a hand) of these soldiers are controlled by you. You must guide the chosen warrior around the various complexes collecting superior armaments as you proceed. The rest is history just waiting to be made. Hopefully with the aid of this booklet you'll win the war with considerable ease.

Taking sides

Before commencing gameplay you must choose from the four available space cadets. Two of these are humans, ordinary to you and me, but famously battle hardened from previous encounters. Their names are Officer Johnson and



Officer Stone. Like us they're just good all rounders but with no outstanding attributes, a bit on the boring side really. The remaining choices are one robot that has amazing destructive capabilities, but obviously not as quick on the old reflexes as the humans. A small price to pay in situations like this. And lastly there's Ruffertoo, an extremely intelligent lizard-lifeform who is quick and resourceful. However he is let down by his stamina in hauling large armaments for a long period of time. So the best choice in the end would have to be the near invincible android.

Clear up

Now that you have chosen your character you may begin. There are three main buildings that need to be cleared of all alien presence: the main civilian building, the science laboratories and the military barracks. Sounds a bit silly I know, but squads of trained soldiers require the help of one individual. Huh, squaddies eh?

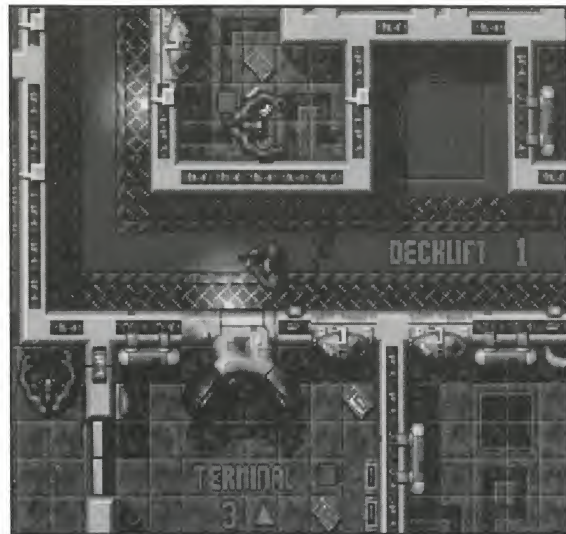
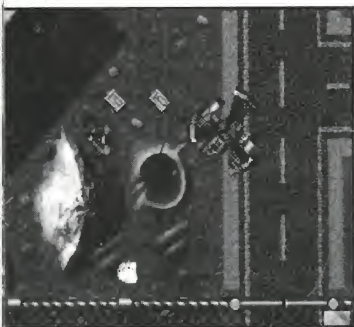


GAMING TACTICS AND RULES TO BE OBSERVED

Keys are perhaps the most sought after item throughout the course of your campaign. Without them you'll get nowhere in any of the three buildings. Whenever you find a key or a multiple set, try to hold onto them until you have seen the full map from the computer consoles. Closely study the map to find the exits and areas of mission importance. To assist your craving for these items you should retain a large sum of money to purchase extra keys. After all, it's no good if you have millions of weapons and you're stuck behind one of the building's pressure doors, is it?

Mo' money

Money or credits are the next important things. Without these invaluable sources of collateral you'll not be able to buy extra weapons that you may require for certain missions. Like keys, they should be used with extreme caution. Only purchase something from the Intex 400 console if you desperately need it.



"Alien Breed II simply blows away all the competition..."

AMIGA ACTION 52

The Intex 400 computer link-up console is your only form of contact with the outside world. It's main function is to supply you with detailed maps and extra ammunition for your blood thirsty weapons. Also mission briefings can be sought around these electrical marvels. Without knowing the location of these computers, your progress will be very difficult indeed, impossible if anything. So as soon as you start playing, seek out the nearest one to you and find out what your current mission status is.

Unfortunately for you, all weapons and information require payment. Even to take a peek at



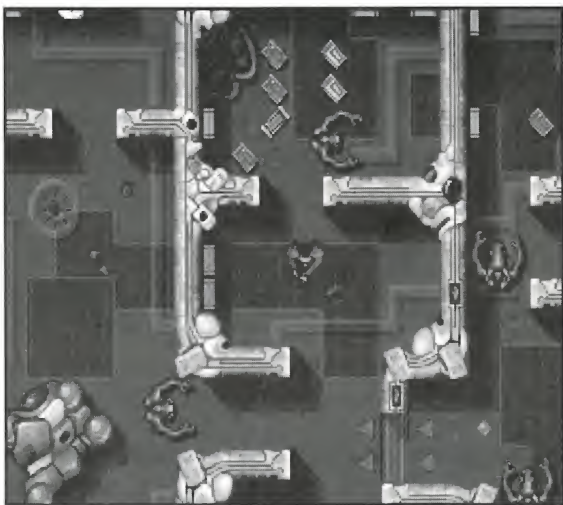


the structural blueprint will cost a couple of creds. So before you go and blow all of your hard found cash, we'll take you through each weapon in turn and tell you their true value and importance.

First on the agenda we have the flame thrower. A basic and crude implement that has been in existence for

many years. To use it, point it down any of the long narrow corridors and burn the enemies out of their hiding places. Don't rush out and buy one just yet because they're extremely thirsty in the fuel department.

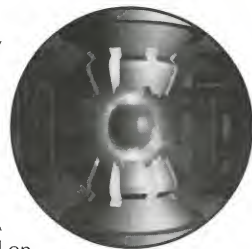
Next we have the trusty and reliable machine gun. A



quick firing rate with medium damage factor. This will probably be your sole weapon throughout the course of your game. And as a bonus, the ammo is cheap.

Laser phaser

A new weapon which has recently been developed is the three-way laser. Rigorously tested on the firing ranges the three-way gun has proven to be the most effective way of disposing of large groups of any encountered enemy. However, due to its rapid firing rate it is very expensive to run and should only be considered for missions that have large numbers of aliens in open spaces to be wiped out. Good fun though!

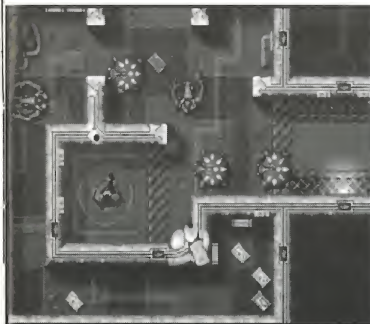


"...the on-screen action has been enlarged so that more of each level is visible"

AMIGA ACTION 52

Guns that repeatedly launch homing in missiles are adept at dealing with hordes of aliens whilst retreating down long corridors. A character may withdraw from a heavy

conflict and still return fire with these homing in missiles. They're not very damaging to the aliens but they do hold them back until you're in a safer position. You should keep one of these weapons in reserve at all times if you can.



Grenade launchers are definitely the worst available weapons. A slow rate of fire that produces a single projectile capable of a mini explosion. Their only use is to reduce large packs of charging aliens before engaging in close combat with machine guns. Not very effective when solely used by a singular warrior.



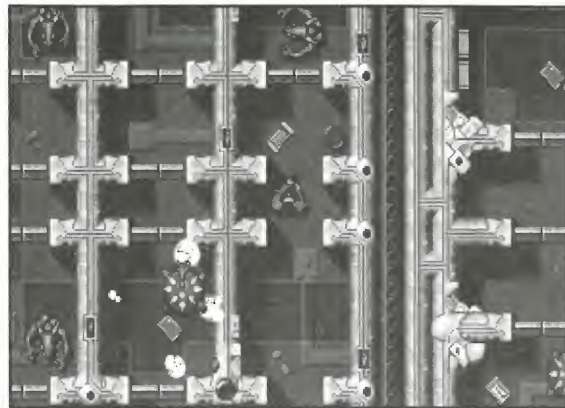
One of the latest discoveries from our team of military scientists is the amazing rebounding bullet. Taking the concept from ancient cowboy films, researchers have made an actual bullet that is able to ricochet off walls and explode on impact when striking a living creature. But at the end of the day it's just fancy equipment that you could do without.

ENGAGING COMBAT

When wading into crowds of blood thirsty aliens it's handy to know what weaknesses they possess. Since the first original encounter nine years ago the aliens have learnt how to use guns. This makes the course of battle much tougher. So when you see normal baby aliens get stuck in, they're practically harmless. But when you come across big yellow adults you'll need to use long range weapons and keep your distance.

VARIOUS HANDY HINTS FOR THE UNWORTHY

There are numerous traps and devious puzzles to overcome. Too many for us

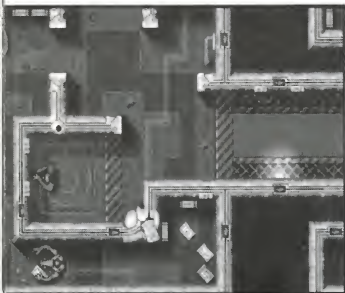


to mention. The main rule to live by is to keep going, you can't afford to rest for more than a few seconds or you'll have waves of aliens crashing down on you. Also keep your shots well aimed and controlled. If you lose your head in the heat of a small battle you'll realize that you've wasted valuable ammo on a few baby aliens, then when it comes to the adults you'll only have a small fruit knife to defend yourself with. Not good.

Finally and most importantly, wall mounted guns which have been placed around the buildings as a defence system. These laser turrets have unfortunately malfunctioned and all they can do is fire at anything that moves, including you. The only good news is that due to this malfunction they have become slower than normal. Therefore they now require a larger amount of time to lock in on a target, giving you time to escape their wrath.

"...Alien Breed II is totally, totally addictive."

AMIGA ACTION 52



"I'm a bit dubious about the endless sequels to successful games, but the Alien Breed series just gets better and better. Breed II is a quantum leap from its predecessors, and (impatient guy that I am) I now can't wait for Breed III to make an appearance. The gameplay is a little too hard for my liking, but it's so addictive that I have absolutely no qualms, reservations etc. about awarding this game a stonking great accolade."

NEIL JACKSON AMIGA ACTION 52

91%

**TEAM 17
BEST OF THE REST...**

- 1. Alien Breed '92**
- 2. Project X**
- 3. Overdrive**
- 4. Body Blows**
- 5. Assassin**



SPACE HULK

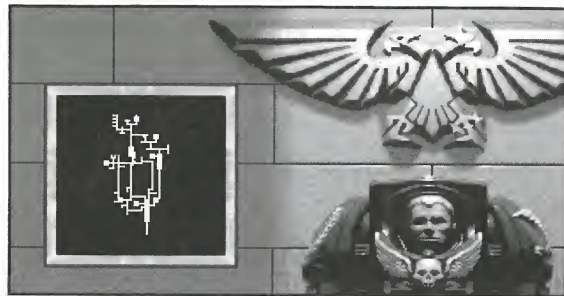
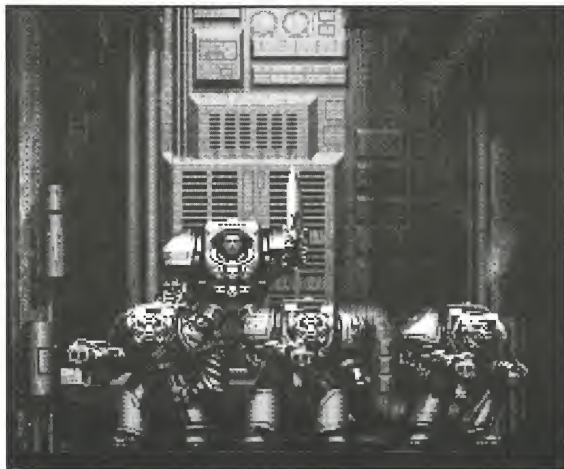


Electronic Arts have built up a reputation over the years, making theirs one of the first names you think of when quality software is what you want. The excellent **Space Hulk** seems set to keep the EA flag flying...



Somewhere out in space is a terror far greater than the worst inter-galactic nightmare. Yes it's a new fantastic breed of alien that terrorizes and hinders the progression of man's exploration of the galaxy. The most recent and disturbing discovery is that of an abandoned spaceship, named the Space Hulk. As teams

of commandos are sent in to cleanse its insides, trouble is seen to lie ahead. Scores of aliens run amok slaughtering the elite marine core. Someone needs to take charge and sort them out. Enter commander 'Reader' and his handy pocket-sized 'How to kill aliens and still pull the women' booklet. Which is what you're holding at this very moment.



GAMING TACTICS

The first thing that you'll need to acquire is the proper usage of your commando teams and their limitations. Almost all played missions need just one player alive. Perhaps on the occasional mission you may require at least two soldiers to fulfil the quest.

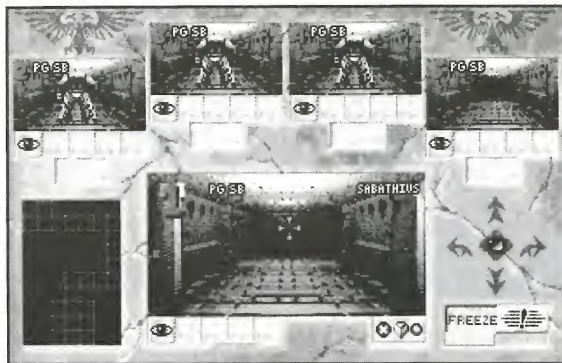
Try and play the beginning training missions. They'll give you the arcade skills that you'll desperately need in the Deathwing campaign. Remember, practice is the ultimate key to unlocking your potential. Or something along those ancient lines.

Eventually you'll be requested to make your choice of weapons and team members. You'll need to organize your team properly and

thoroughly, while careful consideration should be given to weapon detail as well as the selection of your squad members. When playing with squads that are up to your choice, try to select and stay with only one team. This will accrue their experience and enable you to

"...warp space, is riddled with weird eddies and currents which can suck in and trap vessels forever."

AMIGA ACTION 52



"Its only limitations come from your own strategic powers..."

AMIGA ACTION 52

conquer later levels with ease. If for any reason you are killed in action, simply retry the mission or reset the machine to begin again.

Don't let it save down onto disk or your previous experience will be lost forever, making future explorations a bit pointless or much tougher. Let's take a look at your choice of armaments, descriptions and their versatility throughout the course of your very tricky campaign.

WEAPONS BRIEFING (TOP SECRET)

Hi, let me introduce myself. I am Sergeant McSlaughter. I have killed more Genestealers with my

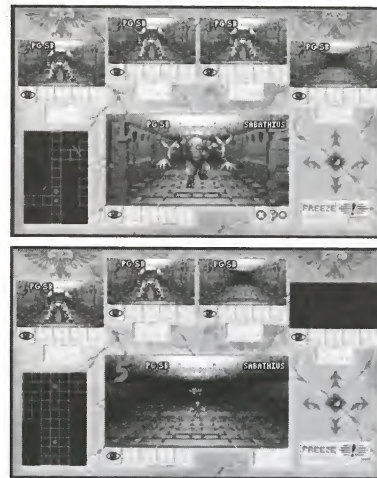
bare hands than you have with five hundred assault cannons. But anyway, enough about my earlier career let's get on to weapons detail. I will hopefully help you make the right choice of weapons as we flick through our archives of assorted slaying devices. Take heed of my voice, or you may end up with a bravery medal and a tag on one toe.

Lightning Claws:

Worth a laugh if you have suicide on the mind. To carry these into the heart of the Genestealer's labyrinth is either mighty brave or very stupid. Okay they're quick and powerful but so are the Genestealers. Made exceptionally well, they can tear through the toughest bulkhead of any craft known to our scientists. But they appear to be the most cumbersome item on board this ship. Best left here I think sir, yes indeed.

Power Glove:

Ah I see you have a discerning eye. That would be the famous power glove. Capable of knocking holes in almost any material you may care to mention. This





single device has saved my life more times than I care to remember. There are improvements to this but I still find it to be a sound choice when used in conjunction with the military's assault cannon.

Chain Fist:

Hmm. The chain fist, unusual isn't it? It appears to be slower in use when compared to the swifter

power glove, which is clearly stated in the speculation sheets. But due to its immense destructive capabilities, many a marine has sworn by this death dealing utensil. Although it's a sound choice, you may not wish for them to get that close in combat. Or do you?

Thunder Hammer and Shield:

Marvellous to look at, isn't it sir? Just feel the powerful vibrations emitting from the hard casing. Feel that polished



marbled surface that covers the shield. When first designed it was great in theory, it seemed that nothing could be better for the trained marine. However, through recent expeditions and missions, this weapon has been proved to be ineffective in complicated combat. Too much stress was involved and matters become too confusing. The most outstanding aspects about this piece of

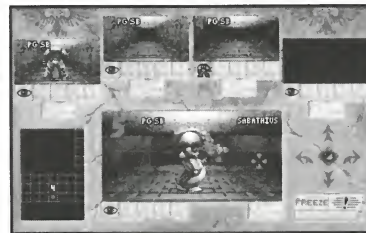
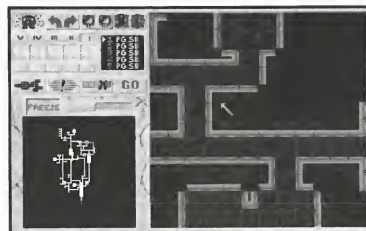
"...the Space Hulks, are rightly treated with suspicion."

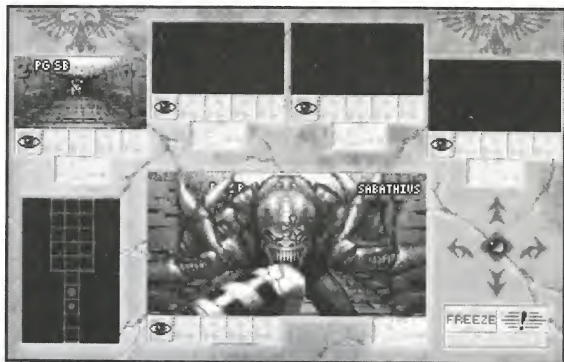
equipment are its self destruct capabilities. Upon command the entire item will explode covering a very wide area. Unfortunately it takes the life of the user. Great for suicides though. Best left as an artifact in the museum along with the other Genestealer equipment.

Power Sword:

One of man's crudest and effective close combat weapons of all time. Invented thousands of years ago, the sword is a swish and quick way of ending battles. This recent upgrade is an improvement or at least an equivalent of the mythological sword, Excalibur. Quite a favourite with the veterans in the army. Maybe you should dabble

AMIGA ACTION 52

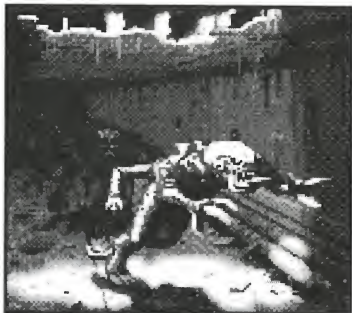




with it for a while. No, wave it over there sir.

Storm Bolter:

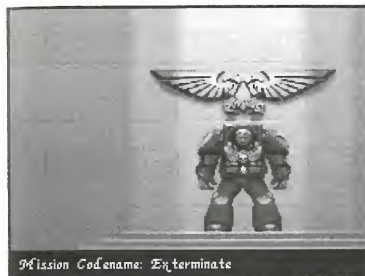
The lightest and best weapon of anybody's choice. It requires no extra ammunition no matter how many Genestealers attack during your mission.



"Where Space Hulk really scores is with its mission structure..."

AMIGA ACTION 52

most invaluable to any experienced commando. Here try it on the target range. No, the target range, not the canteen.



Assault Cannon:

The cream of annihilation, the very best in smearing Genestealers across the walls of the spacehulk. The firing rate behind

this monstrosity is around twelve hundred rounds per minute. With titanium cased shells and a mini-carbon triggered explosive, seated in the head of the bullet, this is one impressive piece of army hardware. However it does have its faults. Because it solely relies on the specialist ammo provided, you can only carry 10 rounds. But you may be lucky enough to run into some spare ammo clips that have been left lying around by recent commandos. Don't count on this though. It has its uses when exploring large areas full of Genestealers, but it's not something you would take into a stealth mission.

Heavy Flamer:

Let's warm things up a little with this unique flamer. Using an advanced form of hydrogen fuel it has an incredible range and a searing heat that can melt and burn anything it touches. Not even your suits are this fire-proof, you've been warned. Weapons like this have been in the army's service since the mid-1900's. They're not used purely for their range, they come in most useful when destroying buildings or large rooms of enclosed spaceships. Before usage, calculate the area the fire will spread to. Many marines have ended their career early through neglecting to check their retreating distances properly.



TACTICS FOR THE FINAL CONFRONTATION AND AVENGED MISSIONS

This is it. Select all of your finest sergeants and warriors. Arm them with the following suggested weapons. At least two heavy flamers should be armed and ready to move, followed by a couple of marines equipped with heavy duty assault cannons. These two squadrons should be in and out of the main room to the South like lightning. Dispersing their weapons on any encountered Genestealer on the way. Even on the main one himself if you see him.

Break the heart

Then, with the remaining soldier, give him a couple of storm bolters. This way he can keep a constant stream of fire and not get any jammed guns. His main job will be to mop up any remaining Genestealers and to destroy the heart of the alien space hulk.

With all of your primary missions fulfilled you're ready for a nice long holiday. But that isn't going to happen so quickly for there's another job waiting for a single terminator.

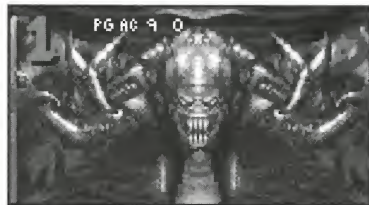
One terminator is selected by the emperor and he's already equipped. Armed with the power glove and the trusty storm bolter, you must descend deep into the unmapped catacombs of the



cavern that rests beneath the space hulk itself. Even if you think that this is an unfair job for one terminator alone, the emperor feels differently. He believes that the threat of the Genestealers is no longer and only treasures await discovery, but there is something down here and it's big.

Move cautiously around the initial surroundings, retreating and firing as the remainder of the Genestealers attack to protect their secret. Then once the area is secured move in deeper and destroy the evil that awaits. One little bit of advice, keep your distance and keep control of your direction panels at all times. Happy hunting.

To add to the bonus of holding this wonderful guide, the emperor of Amiga Action has deemed a special bonus to anyone that can describe the final monster. If you know what it is send your answers to the address at the end of this book but under 'Space Hulk Compo'. You could win any game of your choice!



"Space Hulk's dual system of strategy and fast (and I mean fast) action sequences are perfectly judged, and should prove just as irresistible to action fans as they will be to RPG'ers and war-gamers. The action is tense enough to be almost harrowing at times, especially on the Deathwing levels. Fine smooth graphics and haunting sound effects are just the icing on what is already a three-layered, slightly warmed chocolate fudge cake of a game."

JOHN ARCHER AMIGA ACTION 52

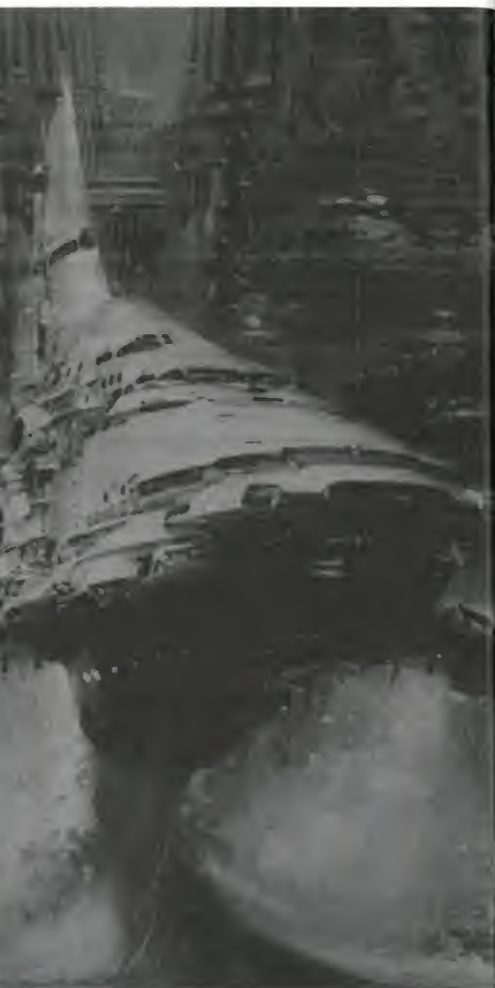
88%

**ELECTRONIC ARTS
BEST OF THE REST...**

- 1. Desert Strike**
- 2. Syndicate**
- 3. Populous**
- 4. Powermonger**
- 5. Indy 500**



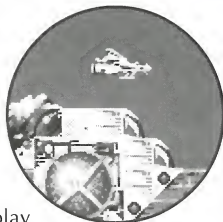
DISPOSABLE HERO

**K**

nown by most for their excellent racing games, Gremlin broke the mould by marketing dream Zool. Their varied list of high quality software is boosted by the addition of **Disposable Hero.**



You may well be finding life difficult in Gremlin's latest shoot 'em-up epic, as it is pretty tough. Hopefully these few pointers will give more than enough advice to enable you to make real significant progress.



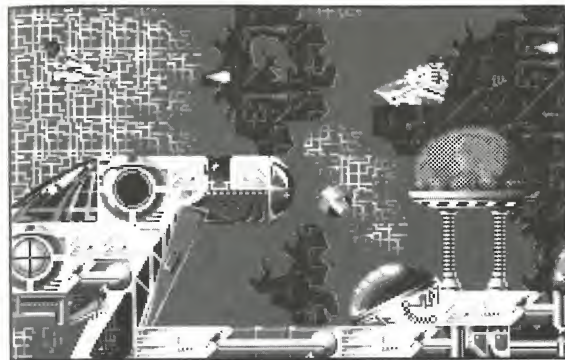
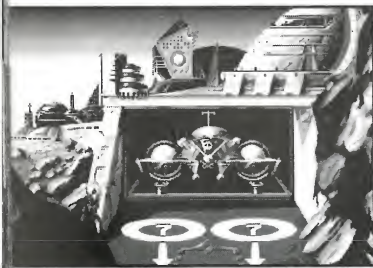
The first thing you should do is play the game on easy mode a few times just to get the hang of things. You may not get the personal satisfaction of completing the game in tougher mode, but it will allow you to become accustomed to the alien attack patterns which will be of great assistance later on.

Shopping spree

You should also make full use of the shop, or Factory Warping Zones as some people like to call them, to top up your energy and, if possible, clear any aliens from the area. On level one it is possible to trick the gun turrets. This can be done by positioning yourself above or below the turret and then moving to the left and right. If you get this procedure right the turret will just move from side to side without firing at you.

On level two the best tactic is to stay in the middle of the screen. This will greatly enhance your chances as, on this particular level, enemies come at you thick and fast from both directions.

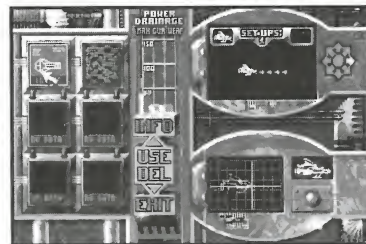
The best weapons system is available on level four. To get it, follow this method. Use the second ship and the Cat iii Engine. You should also acquire the Quake V7 Sonic



Disrupter, the Impuls V10 and three Hellweavers. You will now be more than better equipped for the rigorous task that awaits you.

Stage six requires care. A different configuration is needed for the best results. Use these and you should have no real problems. Use the first ship and equip it with a BKL-H Mark 1 cannon, a Gyrotrack cannon and two TW10BA Razor Missiles.

On the fifth level there is a dead end which contains an extra life. To get out of the dead end you will need to find a cleverly concealed hidden path. This is well worth trying as extra lives are always welcome.



"...if you sustain too much damage one of your ships will be destroyed."

AMIGA ACTION 50

"The shoot'em-up is one of the commonest forms of computer gaming entertainment, and also the most enjoyable. To produce a game correctly, though, takes a great deal of care and attention, and a hearty pat on the back is due to those responsible for Disposable Hero. All through the long levels the player is constantly tested, and only those with lightning reactions and nerves of steel will make it to the end of this very absorbing game."

BRAD BURTON GAMESWORLD

80%

**GREMLIN
BEST OF THE REST...**

- 1. Lotus 1**
- 2. Zool**
- 3. Premier Manager 2**
- 4. Lotus 2**
- 5. Space Crusade**



We've had loads and loads of letters requesting cheats and tips for those oh-so popular games of yesteryear. So, in a bid to appease at least some of our readers, here's a few handy hints to be getting along with.

■ Alien Breed

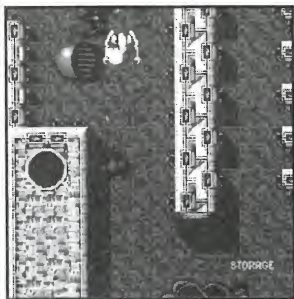
To activate the cheat mode, log onto the computer in level two and type any of the following:

BEN JOHNSON TRAINED THESE ALIENS - Speeds up aliens.

BEWARE ALIENS SPADGE HAS DROPPED ONE - All the aliens run away.

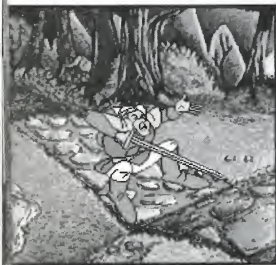
PITBULLS ON THE LOOSE - Makes the aliens mad and bad.

PUFFNUTS MODE - Makes the aliens very slow.



■ Bart Simpson and the Space Mutants

On the title screen type **COWABUNGA** for infinite lives and **EAT MY SHORTS** to skip levels.



■ Civilisation

On the Emperor level surround your opponent with diplomats, and wait until his army is depleted.

■ Dragons Lair II

On the credit screen press Return then type in **GET MORDROC DIRK DRAKKHEN**. Load the character disk

and for the name type 31415927. Then press Enter and type in **SUPERVISOR**, then Enter again. Now during play, F9 pauses the game and replaces lost hit points.

■ Eye of the Beholder II

Load the game as normal and select Create New Party. When the empty boxes appear, click on the top left box, then select race, class, alignment and portrait. Now go to the modify box and boost all the statistics in this order: **Strength, Intelligence, Wisdom, Dexterity, Constitution, Charisma** and **Hit-Points**. Now you can click on strength and boost it to maximum, regardless of limitation put on the race or class of the character, so now you can have a super hard wizard.

■ F-15 Strike Eagle 2

To replenish your ammo supply press **CTRL R** and **ALT** all at the same time.

■ Golden Axe

Play in one player mode but with a second joystick connected. When you die press Fire on the second joystick for three extra lives.

■ Humans

If you're having trouble on level 13, the code for level 14 is **BLUE MONKEY**.

■ Indianapolis 500

Take Gideon's setup and change all the tyre pressures to **26 psi**, except the front left which should be **28 psi**. Set the front anti-roll bar to maximum and the rear one to one notch below maximum. This should enable you to record a lap



time of **37.09**. It also helps to ignore the lines on the corners and go close to the grass verges.

■ Jaguar XJ 220

As soon as the starter says go, **press P** to pause and **P** to unpause and you've won the race (nice one).

■ Kick Off 2

For a successful free kick, keep your finger on the fire button, push the joystick forward, let go of the fire button and press it again to control the ball and turn the joystick any way you want to curl it.

■ Leander

Type **LTUS** for infinite lives, and once typed, you can also use **F1-F5** for weapon selection.



■ Manchester United

Press the left mouse button during play to cripple the opposition, or alternatively pretend you're Mark Hughes.

■ Navy S.E.A.L.S.

On the high score table enter your name as **PSBOYS**. Now you can **press H** to pause and press Help to skip levels.

■ Ork

Click your pointer on all four corners of the Terminal screen

and the cheat mode is activated. Now use the following keys:

H - health top up.

A - Extra ammunition.

Return - Take off and land anywhere.

■ Prince of Persia

During the game, press and hold down **Caps Lock** while pressing **L** to skip levels.



■ Railroad Tycoon

To add \$500,000 to your bank balance: Go to **F1** screen. Hit the **\$** key. When the competition gets to within 10% of controlling your railroad, go to the realty menu and change from Cut-Throat competition to Friendly Competition. He'll stop buying your stock and you can catch up.

■ Shadow of the Beast 2

As soon as the game has started run right to the man with the spear and **press A** to ask a question. Enter **TEN PINTS** (with space) and press **Return**. You will be blessed with infinite energy.

■ Turrican 2

Go to the music menu, press keys **2** and **4**, then **ESC** twice. This gives you infinite lives.

■ Uninvited

Light the fire in the first room with the matches found in the pantry. Then place the matches in the fire to get



the pentagram. You can operate the amulet on the zombies in the maze. To scare off the dog outside the temple say the following words: **INSTANTUM ILLUMINARIS ABRAXAS**. Also, to get a key, operate a knife on the left chair in the lounge. To pass the chapel, say **SPECAN HEAFORD ABRAXAS** to the statue head. Obvious really.

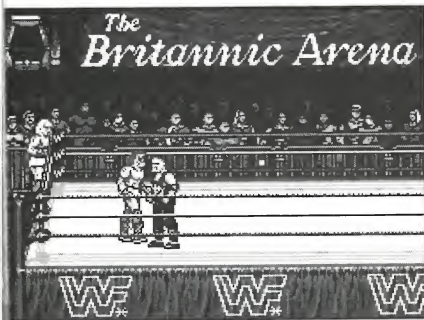
■ Vigilante

Enter your name as **GREEN CRYSTAL** (with space) on the high score table. Then in game **F1** will give you extra lives and pressing **F8** will advance you a level.

■ WWF

Pause the game and type:

HULKHOGANWEARSTIGHTYELLOWKNICKERS. The fight will then finish with you as the winner.



beat the shadowy figure. Give some bread to the old bloke. hello sailor!! (when a ship floats by). Scared of the dark. Try the grue repellent just in case.

■ Xenon 2

To skip levels, pause the game and type **RUSSIAN AIR**.

Switch off the pause and **press N**.

■ Zork 3

Sheer determination and strength will make you eventually

No matter how good a game, everyone finds at least one thing that they would like to have seen included, excluded, made bigger, made smaller etc etc etc. Now is the time to help shape what should become one of the finest beat'em-ups of all time by answering the questions below as fully and honestly as you can manage.

All of your suggestions will be taken into consideration by Millennium and game mentor Neil Axe, with one lucky person drawn out of a hat invited to take a friend and join Neil for a day of martial arts training. Simply fill in the questions, cut out the pages and send them to: MysterX, Amiga Action, Adlington Park, Macclesfield, SK10 4NP. Please have your suggestions with us by January 28.

If you can't fit your answers in the book, send them in on a ratty bit of paper. We don't mind.

1. What is the best feature of Streetfighter II, and why?

2. What is the best feature of Body Blows/Body Blows Galactic, and why?

3. What is the best feature of Mortal Kombat, and why?

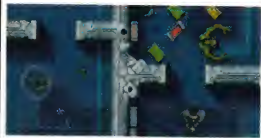
4. Is the graphical standard of Amiga beat'em-ups good enough, and if not, what should be done?

5. Would you like to see speed sacrificed and greater detail employed?

6. *Are special moves important in a beat'em-up, and if so, why?*
7. *Do you feel the one-button joystick is too restrictive to enable Amiga beat'em-ups to compete with the consoles?*
8. *Would you consider purchasing additional hardware in order to enable future beat'em-ups to incorporate more complex control features?*
9. *What is the single most important element in a beat'em-up, and why?*
10. *How much bloody violence do you feel should be included in beat'em-ups before we "overstep the mark"?*
11. *What is the most annoying feature in (surprise surprise) beat'em-ups, and (surprise surprise) why?*
12. *Do you think that realism of movement would improve a beat'em-up, and if so, in what way?*

◀ SOLVED

ALIEN BREED II



SPACE HULK



DISPOSABLE HERO



**AMIGA
ACTION**

